

	Defaults:	EP
+4	Superb	12
+3	Great	8
+2	Very Good	4
+1	Good	2
+0	Fair Attributes	1
-1	Mediocre	1
-2	Poor Most Skills	1

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = Raising skills to that level from the previous level with Experience Points

Musketeers

Character Name: Henri Binét

Player:

Date Created: 1994

Unspent EP: Fudge Points: 2 Character Story:

Henri was a doctor (by his father's choice) before joining the Musketeers. He's happier using an epee than a scalpel, though he'll happily fix up his fellows should they be hurt.

Henri is very fond of gourmet food, not quite to excess. He doesn't enjoy most jokes, but laughs to see an enemy in an awkward position.

Wounds:

1, 2	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
			П	П

Attributes:		Gifts:	Skills:	
Wit	Great	Patron: Captain of the	Fencing	Good
Will	Fair	Musketeers	Pistol	Great
Charm	Good	Status: Gentleman	Musket	Very Good
		Literate	Knife	Fair
Agility	Good	Rapid Healing		
Strength	Fair		Acrobatics	Good
Fitness	Great		Acting	Good
			Architecture	Fair
			Diagnosis	Good
			Diplomacy	Good
			Disguise	Good
Equipment:			Forgery	Mediocre
			Geography	Very Good
Epee Knife		Foults.	Haggle	Fair
Pistol (Dmg Pote	ntial mid	Faults:	History	Good
Musket (Dmg Po		Sense of Duty to your	Move Quietly	Good
Musket (Ding 1 c	π. παλτιπη	Companions Gentleman's Code of Honor	Physician	Very Good
Cloak, Change o	f Clothes	1	Riding	Good
Cloak, Change o	i Ciotiles	Duty to the King Absent-Minded	Theology	Fair
Belt Pouch		Absent-Willided		
Pistol Ammo: 20	rounds		Languages:	
Musket Ammo: 20			English	Mediocre
Widsket / Hillio.	20 10 41145		Latin	Fair
Doctor's Kit				
20010101111				
			1	



	Defaults:	EP	
+4	Superb	12	
+3	Great	8	
+2	Very Good	4	
+1	Good	2	
+0	Fair Attributes	1	
-1	Mediocre	1	
2	Poor Most Skills	1	
Mos	Most Gifts and some Skills are non-existent		

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = Raising skills to that level from the previous level with Experience Points

Character Name: Louis Rédon

Player:

Date Created: 1994

Unspent EP: Fudge Points: 1

Character Story:

Louis is a big, hearty, fun-loving soul. Of course, he's done everything, and tells anyone all about it at the drop of a hat. He was raised by an Arab nurse, and so picked up a few words of Arabic as well as some knowledge of the world beyond France. He's very interested in learning more, though partying is a high priority.

W W 7				- 10		
W	n	П	n	u	S	9

1, 2	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death

Λι	u	IN	u	ıc	3	٠
117:	_					

W1t	Mediocre
Will	Good
Charm	Good
Agility	Great
Strength	Great
Fitness	Good

Gifts:

Patron: Captain of the

Skills: Fencing

	01000
Pistol	Good
Musket	Very Good
Knife	Great
Brawl	Great
Acrobatics	Very Good
Carousing	Very Good
Climbing	Good
Gambling	Good
Geography	Fair
Haggle	Fair
Move Quietly	Great
Riding	Good
Streetwise	Fair

Great

Fair

Equipment:

Epee (Strength Bonus)
Knife (Strength Bonus)
Pistol (Dmg Pot: mid)
Musket (Dmg Pot: max+min)

Cloak, Change of Clothes

Belt Pouch

Pistol Ammo: 20 rounds Musket Ammo: 20 rounds

Faults:

Sense of Duty to your
Companions
Gentleman's Code of Honor
Duty to the King
Semi-Literate
Boaster
Curious

Language: Arabic

Tactics

abic Mediocre



		Defaults:	EP
-	+4	Superb	12
	+3	Great	8
	+2	Very Good	4
	+1	Good	2
	+0	Fair Attributes	1
	-1	Mediocre	1
_	-2	PoorMost Skills	1
	Most Gifts and some Skills are non-existent		

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = Raising skills to that level from the previous level with Experience Points

Character Name: Jean-Luc Bénôit

Player:

Date Created: 1994

Unspent EP: Fudge Points: 1 Character Story:

Jean-Luc, although from a good family, started out on the wrong foot. He spent a fair bit of time as a petty thief before repenting of his ways and joining the Musketeers.

He is now committed to the King and his companions, but is not so proud that he won't visit low-class bars still. He whittles things in his spare time.

W	oun	ds	0
---	-----	----	---

1, 2	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death

Cifts.

Faults:

Overconfidence

Attributes:	
Wit	Fair
Will	Very Good
Charm	Great
Agility	Great
Strength	Mediocre
Fitness	Good

GHG:
Patron: Captain of the
Musketeers
Status: Gentleman
Literate
Combat Reflexes
Knowledge of low-life
brawling techniques and
other unsavory things

Skills:	
Fencing	Very Good
Pistol	Great
Musket	Fair
Knife	Very Good
Brawling	Very Good
Acrobatics	Good
Carousing	Good
Climbing	Good
Gambling	Fair
Knowledge of Paris	Very Good
Lockpicking	Good
Move Quietly	Superb
Riding	Fair
Shadowing	Good
Streetwise	Great
Whittling	Fair
Languages:	
Italian	Good

Mediocre

Mediocre

Dutch

English

Equipment:

Epee Knife

Pistol (Dmg Pot: mid)
Musket (Dmg Pot: max+min)

Cloak, Change of Clothes

Belt Pouch

Pistol Ammo: 20 rounds Musket Ammo: 20 rounds

Lockpicks

Sense of Duty to your Companions Gentleman's Code of Honor Duty to the King Compulsive Carouser



	Defaults:	EP
+4	Superb	12
+3	Great	8
+2	Very Good	4
+1	Good	2
+0	Fair Attributes	1
-1	Mediocre	1
-2	Poor Most Skills	1
Mos	t Gifts and some Skills are non-exi	stent

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = Raising skills to that level from the previous level with Experience Points

Character Name: Philippe du Monde

Player:

Date Created: 1994

Unspent EP: Fudge Points: 1 Character Story:

Philippe is from the Normandy countryside, but has relatives in Southern France. He grew up tramping through the woods and mountains of rural France. Like most country folk, he is very religious, though not to the point of interfering with having a good time.

Philippe is an open fellow, not naturally given to intrigue or deviousness.

1 1 7	_	11	m	A	C	•
W W	v	u	ш	u	3	4

1, 2	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death

Attributes:	}	Gifts:	Skills:	
Wit	Fair	Patron: Captain of the	Fencing	Great
Will	Mediocre	Musketeers	Pistol	Very Good
Charm	Fair	Status: Gentleman	Musket	Good
		Literate	Knife	Fair
Agility	Superb	Animal Empathy		
Strength	Very Good	Combat Reflexes	Acrobatics	Great
Fitness	Great	(not easily surprised)	Animal Handling	Good
			Area Knowledge o	f
			France	Good
			Climbing	Great
			Falconry	Fair
Equipment	f•		First Aid	Fair
Epee (Streng			Move Quietly	Very Good
Knife (Streng		Faults:	Naturalist	Fair
Pistol (Dmg I		Sense of Duty to your	Navigation	Fair
	g Pot: max+min)	Companions	Riding	Very Good
Widoket (Dilig	5 I ot. max (mm)	Gentleman's Code of Honor	Outdoor Survival	Good
Cloak, Chang	ge of Clothes	Duty to the King	Swimming	Good
Crouk, Chang	ge of Cloudes	Impulsive	Theology	Mediocre
Belt Pouch		Very Religious: always prays	Tracking	Good
Pistol Ammo	: 20 rounds	10 min at dawn, noon, and		
Musket Amm		sunset	Language:	.
1,10,01100 1 111111	10, 20 10 0110	Sunset	English	Fair
10 yards of ro	one			
Compass	1			
First Aid kit				



		Defaults:	EP
	+4	Superb	12
	+3	Great	8
	+2	Very Good	4
	+1	Good	2
	+0	Fair Attributes	1
	-1	Mediocre	1
_	-2	Poor Most Skills	1
	Mos	t Gifts and some Skills are non evi	ctant

Most Gifts and some Skills are non-existent unless specified on the character sheet.

Good

EP = Raising skills to that level from the previous level with Experience Points

Character Name: Jacques Le Chapelier

Player:

Date Created: 1994

Unspent EP: Fudge Points: 1

Character Story:

Jacques spent a fair bit of time in the Mediterranean area, and has picked up an Italian easy-going attitude. He's rarely depressed or even discouraged.

Jacques is fond of things involving gunpowder – perhaps he has a very slight tendency to pyromania. He loves to watch things blow up, and is very appreciative of finely made guns.

W	() I	u	n	d	S	9
---	------	---	---	---	---	---

1, 2	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death

|--|

Wit

Will Charm	Fair Great
	Great
Agility	Good
Strength	Good
Fitness	Very Good

Gifts:

Patron: Captain of the
Musketeers
Status: Gentleman
Literate
Ambidexterity

Skills:

OIMIN.	
Fencing	Good
Pistol	Great
Musket	Great
Knife	Good
Demolitions	Great
Acrobatics	Good
Area Knowledge of	
Europe	Good
Boating	Good
Haggle	Fair
Move Quietly	Very Good
Riding	Good
Swimming	Good

Equipment:

Epee Knife

Pistol (Dmg Pot: mid)
Musket (Dmg Pot: max+min)

Cloak, Change of Clothes

Belt Pouch

Pistol Ammo: 20 rounds Musket Ammo: 20 rounds

Three Grenades

Faults:

Sense of Duty to your
Companions
Gentleman's Code of Honor
Duty to the King
Squeamishness (doesn't like
yucky things)
Obnoxiously cheerful
(always trying to see the
bright side of everything –
except yucky things, of
course)

Languages:

Tactics

Theology

Spanish	Fair
Italian	Fair

Very Good

Fair



	Defaults:	EP
+	4 Superb	12
+	3 Great	8
+	2 Very Good	4
+	1 Good	2
+	0 Fair Attributes	1
- 3	Mediocre	1
-2	PoorMost Skills	1
M	ost Gifts and some Skills are non-exi	stent

Most Gifts and some Skills are non-existent unless specified on the character sheet.

Mediocre

EP = Raising skills to that level from the previous level with Experience Points

Character Name: Pierre de la Tour

Player:

Date Created: 1994

Unspent EP: Fudge Points: 1 Character Story:

Pierre made it into the Musketeers on physical abilities, not his mental prowess. He is an impressive 6'6" tall, splendidly muscled. He's a bit shy, though, so doesn't speak often unless asked his opinions – although he enjoys performing. He thinks slowly, but can occasionally come up with an excellent idea, especially concerning fighting matters.

Wounds:

1, 2	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death

Att		

Wit

Will	Good
Charm	Mediocre
Agility	Very Good

Agility	Very Good
Strength	Superb
Fitness	Great

Equipment:

Epee (Strength Bonus) Knife (Strength Bonus) Pistol (Dmg Pot: mid) Musket (Dmg Pot: max+min)

Cloak, Change of Clothes

Belt Pouch

Pistol Ammo: 20 rounds Musket Ammo: 20 rounds

~	•	4	•		
÷	1	1	П	C	٠
			ш		•

GIIIS:
Patron: Captain of the
Musketeers
Status: Gentleman
Combat Reflexes
(not easily surprised)
Tough Hide (-1 to dmg)
High Pain Threshold
(no penalty for Hurt;
only -1 at Very Hurt)

Faults:

Sense of Duty to your
Companions
Gentleman's Code of Honor
Duty to the King
Semi-Literate
Shy when not "on stage"
Stubborn

Skills: Fencing

Pistol	Good
Musket	Good
Knife	Very Good
Brawl	Very Good
Acrobatics	Superb
Buffoonery	Good
Climbing	Good
Move Quietly	Very Good
Riding	Good
Singing	Good
Swimming	Fair
Tactics	Good

Language: Spanish

Mediocre

Great



	Defaults:	EP	
+4	Superb	12	
+3	Great	8	
+2	Very Good	4	
+1	Good	2	
+0	Fair Attributes	1	
-1	Mediocre	1	
-2	Poor Most Skills	1	
Most Gifts and some Skills are non-existent			

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = Raising skills to that level from the previous level with Experience Points

Character Name: Danielle d'Essart

Player:

Date Created: 1994

Unspent EP: Fudge Points: 1

Character Story:

Danielle is generally a mystery to those that meet her, and she prefers to keep it that way. (The GM will tell you who your Patron is – don't let the others know.)

She is quite dedicated to this patron, though she's not above making a little profit of her own from anything she learns on a mission.

w	w	7				- 11		
В	л	/	n	11	n	n	C	0
٠,	/ V		v	u	ш	u	o	

1, 2	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
			П	

Attributes:		Gifts:	Skills:	
Wit Will Charm Agility Strength Fitness	Great Fair Great Good Mediocre Fair	Patron: Powerful Person Status: Lady Literate Beautiful Luck (reroll a bad roll twice per game)	Acting Area Knowl: Europe Area Knowl: France Detect Lies Dancing Disguise Forgery Knife	
_	_	Faults: Duty to your patron Phobia of Mice Greedy	Lip Reading Lockpicking Pistol Poisons Political Situation Savoir-Faire Sex Appeal Shadowing Theology	Fair Good Fair Fair Good Very Good Good Great Fair
Lockpicks Pistol Ammo: Vial of Poison Vial of Sleepin dose	: 1 dose	Compulsive Flirt	Languages: English Spanish German Italian	Very Good Good Mediocre Good